

### **Listing of Claims:**

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and underline**, and material to be deleted is in ~~strikeout~~ or (if the deletion is of five or fewer consecutive characters or would be difficult to see) in double brackets [[ ]].

1. (Currently amended) A toy comprising:  
a body;  
a sound detector adapted to detect sound in at least a first frequency range above normal human speech, **to detect sound in a second frequency range different than the first frequency range and that includes frequencies of normal human speech, and to reject frequencies in an upper range of normal human speech;** and  
an output apparatus mounted in the body and adapted to produce a **corresponding** first sensible action when sound is detected in the first frequency range, **and a corresponding second sensible action when sound is detected in the second frequency range.**
2. (Canceled)
3. (Canceled)
4. (Canceled)

5. (Original) The toy of claim ~~[[3]]~~ 1, in which the sound detector rejects frequencies between the first and second frequency ranges.
6. (Original) The toy of claim 5, in which the first frequency range includes a frequency of about 10 kHz, and the second frequency range includes a frequency of about 1 kHz.
7. (Currently amended) The toy of claim 6, in which the sound detector rejects a third frequency range in which the frequencies are more than twice the frequencies of the ~~that is more than twice~~ the second frequency range.
8. (Original) The toy of claim 5, in which the sound detector rejects a frequency of about 3 kHz.
9. (Original) The toy of claim 8, in which the sound detector rejects frequencies in the range of about 2 kHz to 5kHz.
10. (Original) The toy of claim 5, in which the frequencies in the first frequency range are more than four times the frequencies in the second frequency range.
11. (Original) The toy of claim 1, in which the body includes at least one movable part, and in which the sensible action includes one or more of illuminating a light, producing a sound, and moving the at least one movable part.

12. (Currently amended) A toy comprising:

a body;

a sound detector adapted to detect sound in ~~first and second frequency ranges~~ a first frequency range that includes frequencies of normal human speech and a second frequency range that includes frequencies above normal human speech and to ~~reject~~ exclude ~~sound~~ frequencies in a third frequency range between the first and second ranges and also including frequencies of normal human speech; and

an output apparatus mounted in the body and configured to produce at least a first sensible action when the detected sound is determined to be in either ~~one or both~~ of the first and second frequency ranges.

13. (Canceled)

14. (Canceled)

15. (Currently amended) The toy of claim ~~[[13]]~~ 12, in which the first frequency range includes a frequency of about 1 kHz, and the second frequency range includes a frequency of about 10 kHz.

16. (Currently amended) The toy of claim ~~[[13]]~~ 12, in which the third frequency range includes a frequency of about 3 kHz.

17. (Original) The toy of claim 16, in which the third frequency range includes

frequencies in the range of about 2 kHz to 5kHz.

18. (Original) The toy of claim 12, in which the frequencies in the second frequency range are more than four times the frequencies in the first frequency range.

19. (Original) The toy of claim 12, further comprising at least one movable part, and in which the sensible action includes one or more of illuminating one or more lights, producing one or more sounds, and moving the at least one movable part.

20. (Currently amended) A toy comprising:

a body;

a sound receiver mounted in the body and adapted to receive sounds in a first sound frequency range including sounds having frequencies between at least about 1 kHz and 10 kHz;

a first sound analyzer coupled to the sound receiver and adapted to produce a first control signal indicative of sound received in a second sound frequency range below about 2 kHz;

a second sound analyzer coupled to the sound receiver and adapted to produce a second control signal indicative of sound received in a third sound frequency range above about 5 kHz;

a first output device mounted in the body, responsive to the first control signal, and adapted to produce a corresponding first sensible action when sound in the first second frequency range is received; and

a second output device mounted in the body, responsive to the second control signal, and adapted to produce a second sensible action when sound in the ~~second~~ third frequency range is received.

21. (Currently amended) A method of operating a toy having a body, the method comprising:

detecting sound in at least a first frequency range above normal human speech; [[and]]

detecting sound in a second frequency range different from the first frequency range and that includes frequencies of normal human speech;

rejecting frequencies in an upper range of normal human speech;

producing a corresponding first sensible action in the body when sound is detected in the first frequency range; and

producing a corresponding second sensible action in the body when sound is detected in the second frequency range.

22. (Canceled)

23. (Canceled)

24. (Canceled)

25. (Currently amended) The method of claim [[23]] 21, further comprising rejecting frequencies between the first and second frequency ranges.

26. (Original) The method of claim 25, in which the first frequency range includes a frequency of about 10 kHz, and the second frequency range includes a frequency of about 1 kHz.

27. (Currently amended) The method of claim 26, further comprising rejecting a third frequency range in which the frequencies are more than twice the frequencies of the ~~that is more than twice~~ the second frequency range.

28. (Original) The method of claim 25, further comprising rejecting a frequency of about 3 kHz.

29. (Currently amended) The method of claim ~~[[28]]~~ 25, in which rejecting frequencies between the first and second frequency ranges comprises ~~rejecting a frequency~~ includes rejecting frequencies in a range of about 2 kHz to 5kHz.

30. (Original) The method of claim 25, in which the frequencies in the first frequency range are more than four times the frequencies in the second frequency range.

31. (Original) The method of claim 21, in which the body includes at least one movable part, and in which producing a sensible action includes one or more of illuminating a light, producing a sound, and moving the at least one movable part.

32. (Currently amended) A method of operating a toy having a body, the method comprising:

detecting sound in ~~first and second frequency ranges~~ a first frequency range that includes frequencies of normal human speech and a second frequency range that includes frequencies above normal human speech;

rejecting frequencies in a third frequency range between the first and second ranges and that also includes frequencies of normal human speech; and

producing in the body at least a first sensible action when the detected sound is determined to be in either ~~one or both~~ of the first and second frequency ranges.

33. (Canceled)

34. (Canceled)

35. (Currently amended) The method of claim ~~[[33]]~~ 32, in which the first frequency range includes a frequency of about 1 kHz, and the second frequency range includes a frequency of about 10 kHz.

36. (Currently amended) The method of claim ~~[[33]]~~ 32, in which the third frequency range includes a frequency of about 3 kHz.

37. (Original) The method of claim 36, in which the third frequency range includes frequencies in the range of about 2 kHz to 5kHz.

38. (Original) The method of claim 32, in which the frequencies in the second frequency range are more than four times the frequencies in the first frequency range.

39. (Currently amended) The method of claim 32, wherein the body **includes** ~~further comprising~~ at least one movable part, and wherein the sensible action includes one or more of illuminating one or more lights, producing one or more sounds, and moving the at least one movable part.



40. (Currently amended) A method of operating a toy having a body, the  
method comprising:

receiving in the body sounds in a first sound frequency range including sounds having frequencies between at least about 1 kHz and 10 kHz;

producing first and second sound signals indicative representative of sound received in the first frequency range;

filtering out of the first sound signal portions of the first sound signal representative of sound having frequencies above about 2 kHz;

producing from the filtered first sound signal, a first control signal indicative of sound received in a second frequency range below about 2 kHz;

filtering out of the second sound signal portions of the second sound signal representative of sound having frequencies below about 5 kHz;

producing from the filtered second sound signal, a second control signal indicative of sound received in a third frequency range above about 5 kHz;

producing a first sensible action in the body when the first control signal is produced; and

producing a second sensible action in the body when the second control signal is produced.

41. (Canceled)

42. (Canceled)

43. (Canceled)

44. (Canceled)

45. (Canceled)

46. (Original)